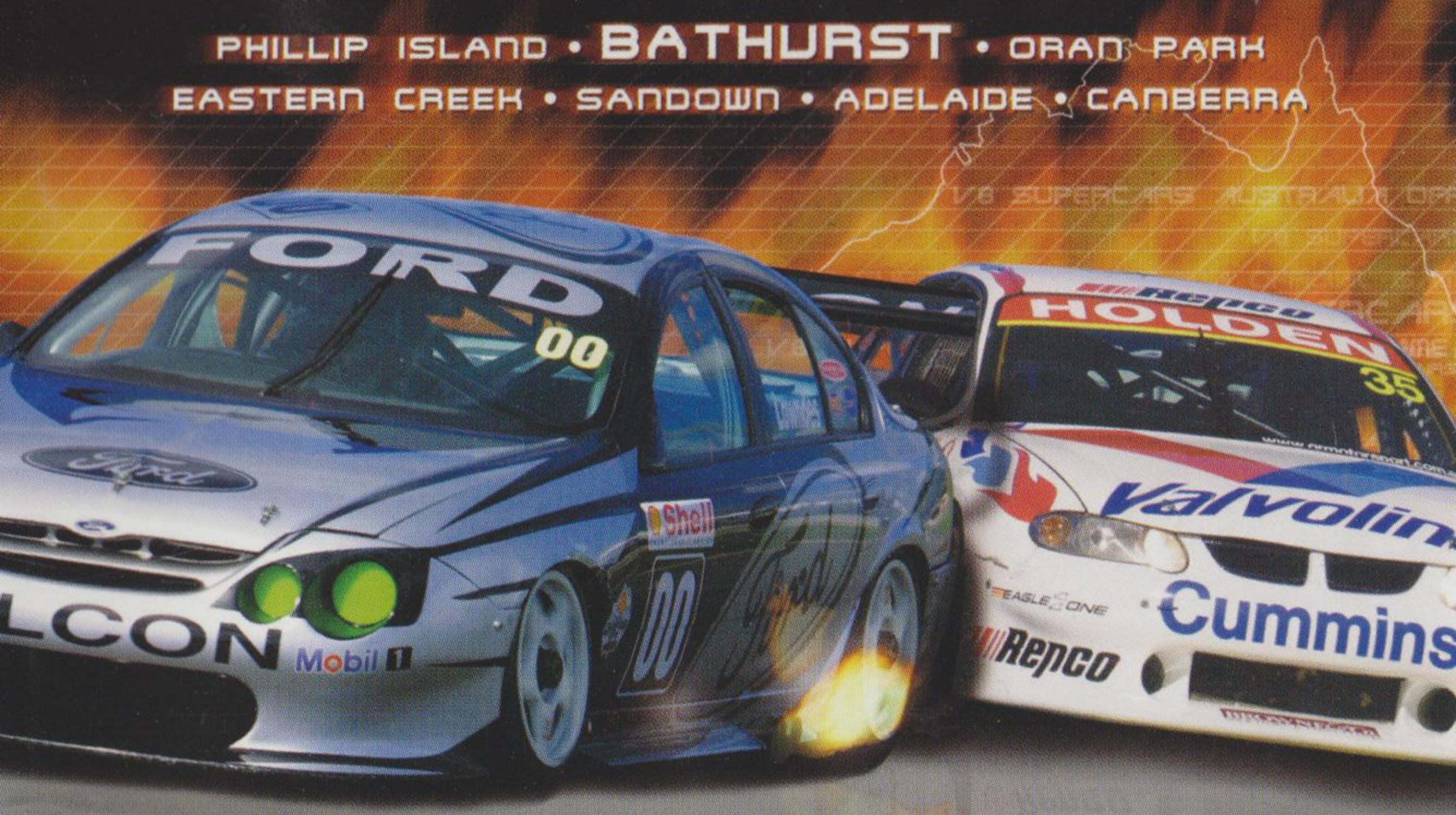
V8 SUPERCARS AUSTRALIA®

RACE DRIVER™

PHILLIP ISLAND • **BATHURST** • ORAN PARK

EASTERN CREEK • SANDOWN • ADELAIDE • CANBERRA



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GENIUS AT PLAY™

Precautions

• This disc contains software for the PlayStation®2 computer entertainment system. Never use this disc on any other system, as it could damage it. • This disc conforms to PlayStation®2 specifications for the PAL market only. It cannot be used on other specification versions of PlayStation®2. • Read the PlayStation®2 Instruction Manual carefully to ensure correct usage. • When inserting this disc in the PlayStation®2 always place it with the required playback side facing down. • When handling the disc, do not touch the surface. Hold it by the edge. • Keep the disc clean and free of scratches. Should the surface become dirty, wipe it gently with a soft dry cloth. • Do not leave the disc near heat sources or in direct sunlight or excessive moisture. • Do not use an irregularly shaped disc, a cracked or warped disc, or one that has been repaired with adhesives, as it could lead to malfunction.

Health Warning

For your health, be sure to take a break of about 15 minutes during every hour of play. Avoid playing when tired or suffering from lack of sleep. Always play in a well-lit room, sitting as far from the screen as the cord will allow. Some people experience epileptic seizures when viewing flashing lights or patterns in our daily environment. These people may experience seizures while watching TV pictures or playing video games. Even players who have never had any seizures may nonetheless have an undetected epileptic condition. Consult your doctor before playing video games if you have an epileptic condition or immediately should you experience any of the following symptoms during play: dizziness, altered vision, muscle twitching, other involuntary movements, loss of awareness of your surroundings, mental confusion, and / or convulsions.

PIRACY

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See back page of this manual for Customer Service Numbers. and Games Hotline Numbers.

SLES-50767

1 or 2 Player • Memory Card (8MB) (for PlayStation®2) : 146KB minimum • Multitap (for PlayStation®2) adaptable 1-4 Players • Analog Control Compatible: all buttons • Vibration Function Compatible

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Hey Ryan,

Looks like you finally made it up here to the Competition level.

The old man would be proud of you. - I bet you wish he could be here to see this.

Take some advice and watch your back, don't go the same way (like you ever listened to your brother anyway)!

Take care out there kid.

Donnie

Donnie American All Stars Champion 1999

Fuel capacity: 100 litre

Inset lamp 02

Halogen 12v x2

Melanie...

Powe

M-Sp

300 bhp at

550 Nm at 4,000 rpm

Inset lamp

acquisition for

and perform

FIRING UP

Set up your PlayStation®2 computer entertainment system according to the instructions in its Instruction Manual. It is recommended that you do not insert or remove Memory Cards (8MB) (for PlayStation®2) or other peripherals once the power is switched on. An analog controller (DUALSHOCK®2) must always be inserted into controller port 1 while running the software. Make sure there is enough free space on your Memory Card (8MB) (for PlayStation®2) before commencing play. Refer to the instructions supplied with the Memory Card (8MB) (for PlayStation®2) for details.

Make sure the MAIN POWER switch (located on the back of the console) is turned on. Press the ⏻ / RESET button. When the ⏻ indicator lights up, press the ⏏ button and the disc tray will open. Place the V8 Supercars Race Driver™ disc on the disc tray with the label side facing up. Press the ⏏ button again and the disc tray will close. Follow on-screen instructions and refer to this manual for information on using the software.

Note: V8 Supercars Race Driver™ only supports MEMORY CARD slot 1 (or MEMORY CARD slot 1-A when a multitap (for PlayStation®2) is used).

LOADING THE GAME

Throughout game loading and the menu system, controller 1 is primarily in control. As the game is loading, you will see the LANGUAGE SELECTION screen followed by a number of credits screens. Select your language with the left and right directional buttons, then press the ✕ button to confirm the choice and continue to the MAIN MENU.

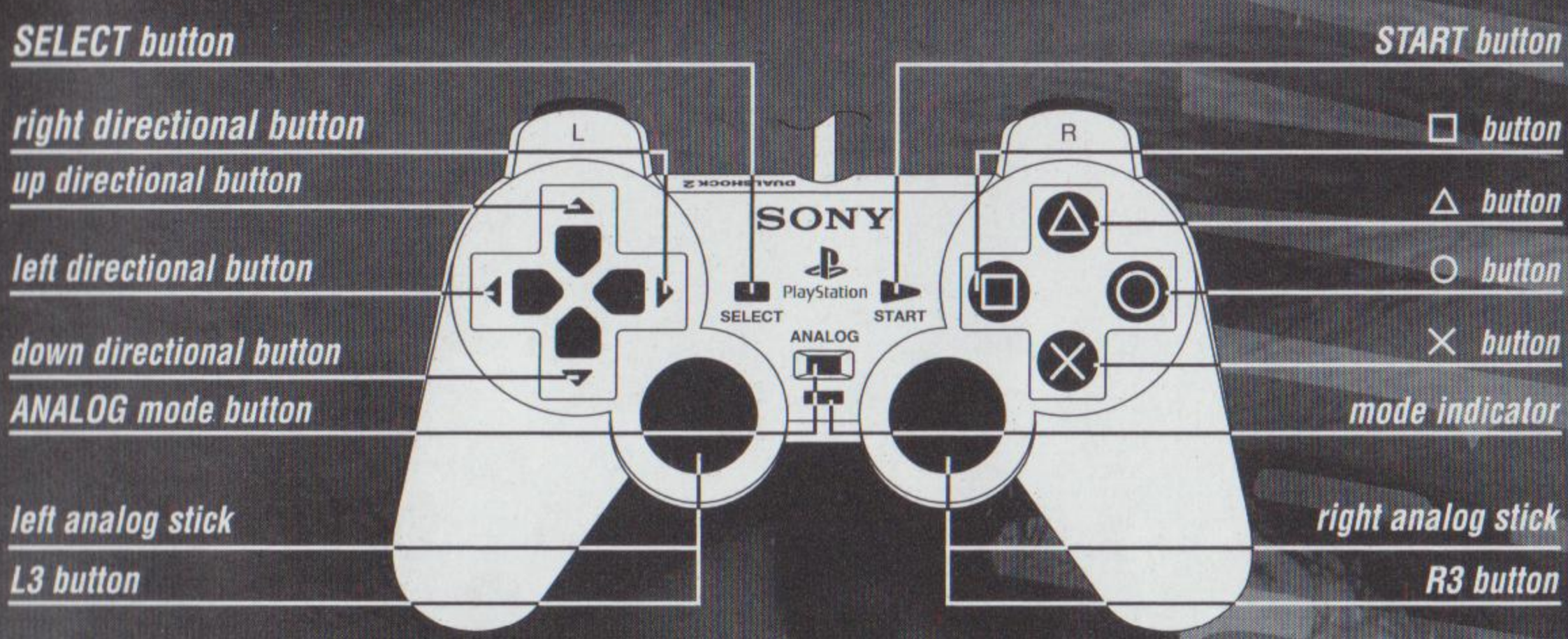
MEMORY CARDS

Within this booklet, the term 'memory card' is used to describe the Memory Card (8Mb) (for PlayStation®2) – (product code SCPH-10020 E). The Memory Card (SCPH-1020 E), which is designed for use with the PlayStation® and PSone®, is not compatible with this game.

Make sure there is sufficient space on your memory card before commencing play.

BEHIND THE WHEEL

ANALOG CONTROLLER (DUALSHOCK®2)



MENU NAVIGATION

When navigating menus, the controller in controller port 1 must be used. The controls are as follows:

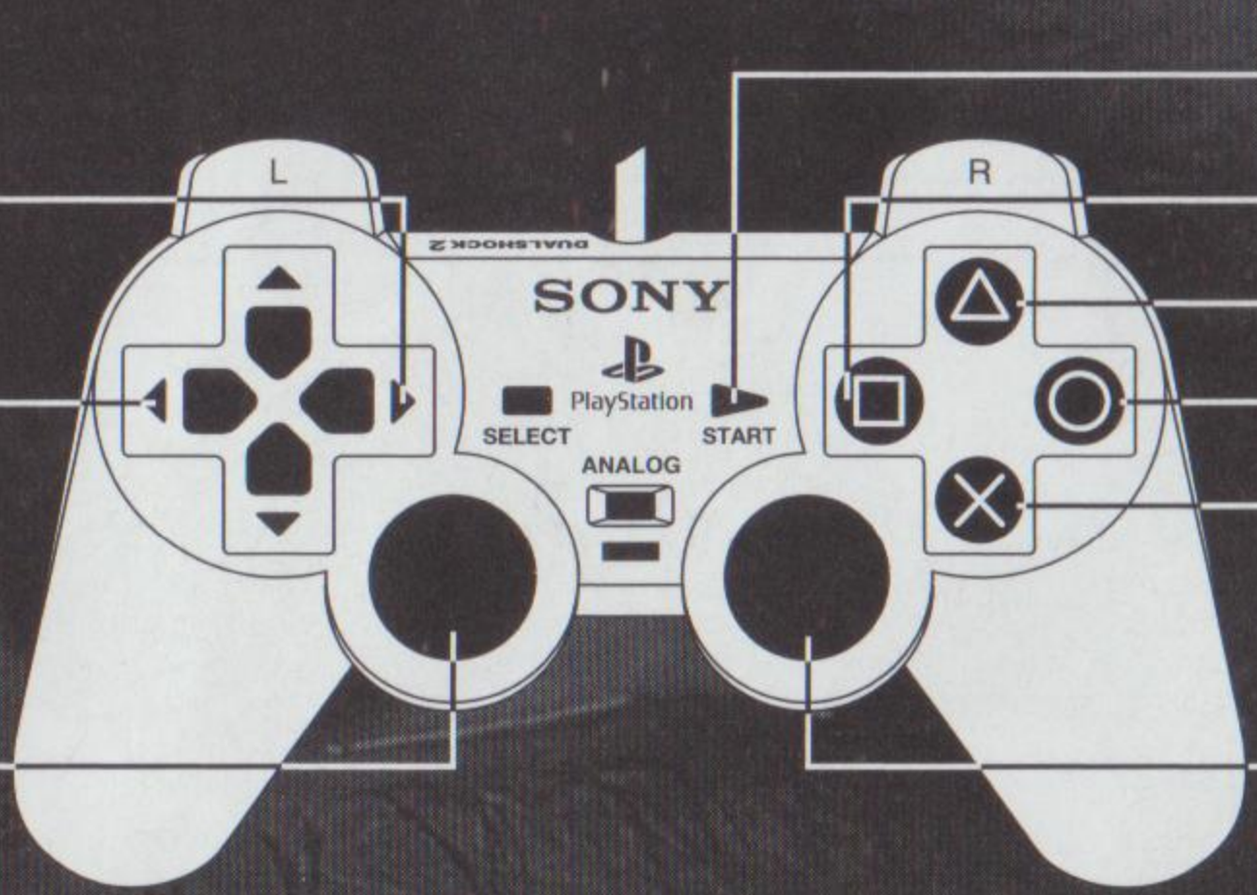
Highlight option: left analog stick or directional buttons.

Select: × button.

Back / Cancel: △ button.

SUPPORTED CONTROLLERS

Analog Controller (Dualshock®2)



Steer right

Steer left

Steer left / right

Pause

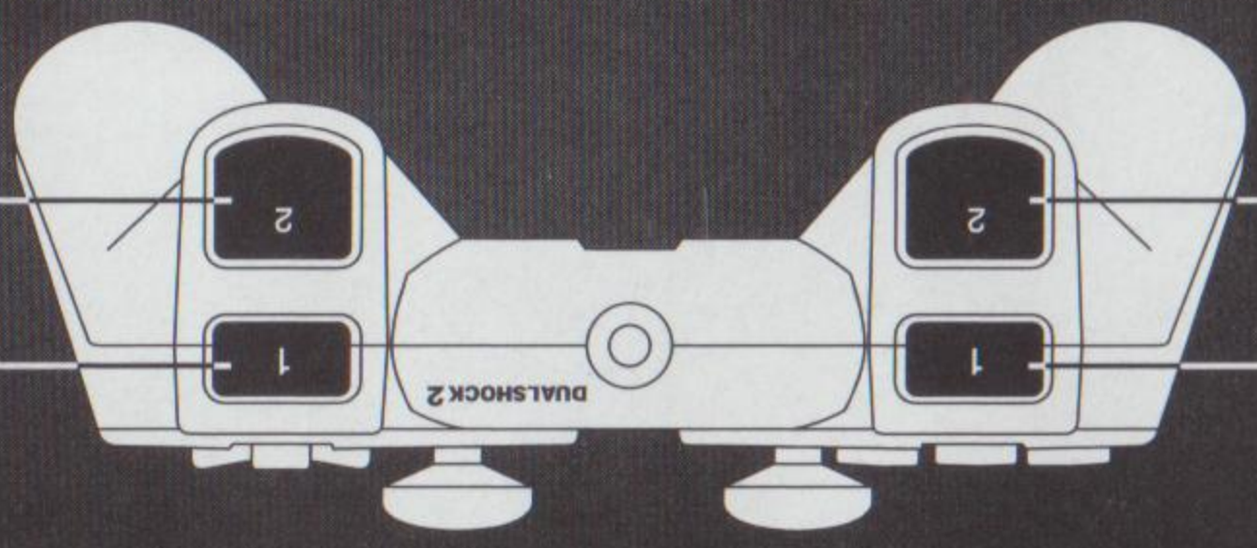
Brake

Switch camera view

Handbrake

Accelerate

Accelerate / brake



Damage indicator

Gear down
(manual transmission)

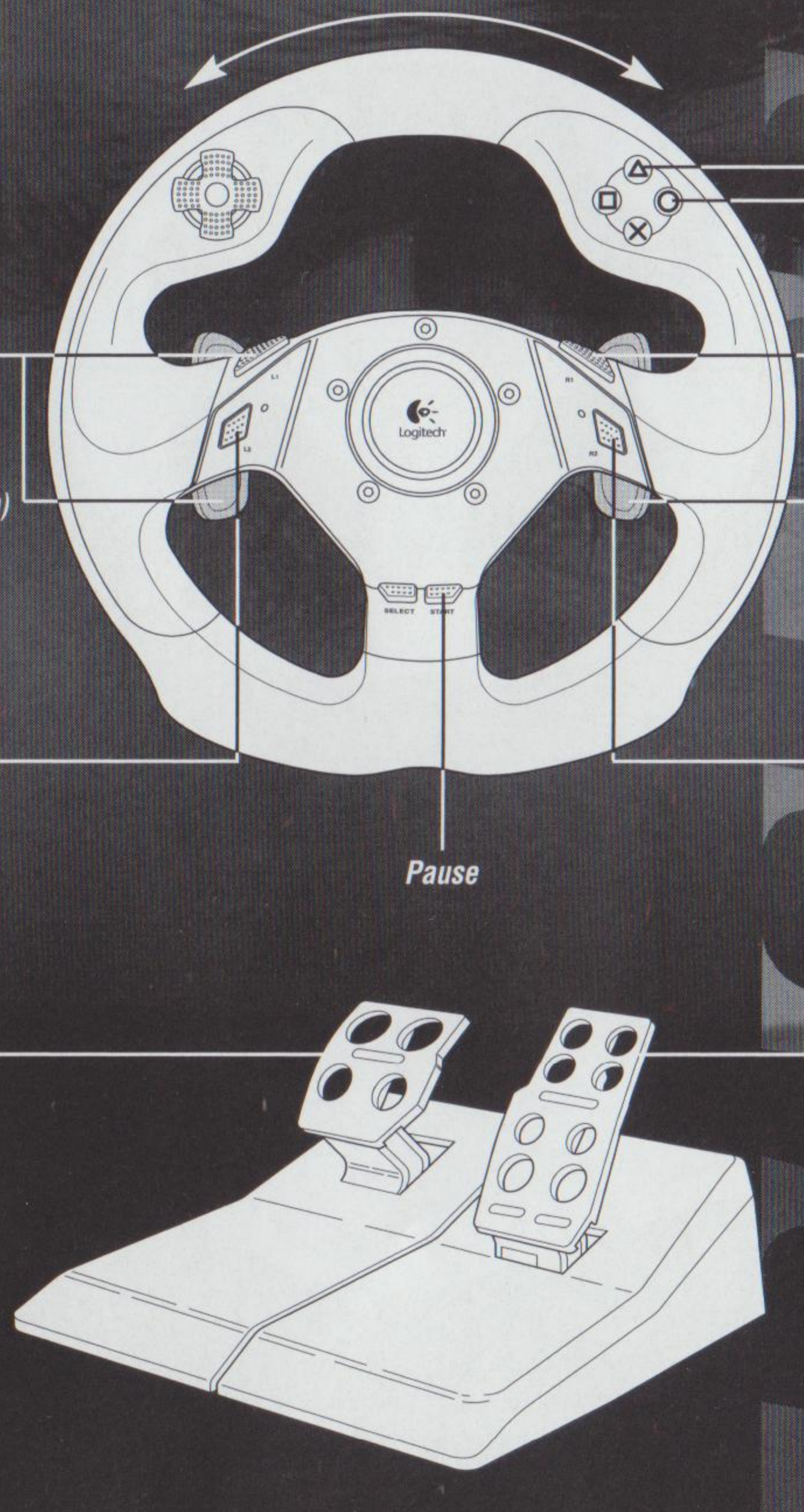
Look left
(automatic transmission)

Rear View

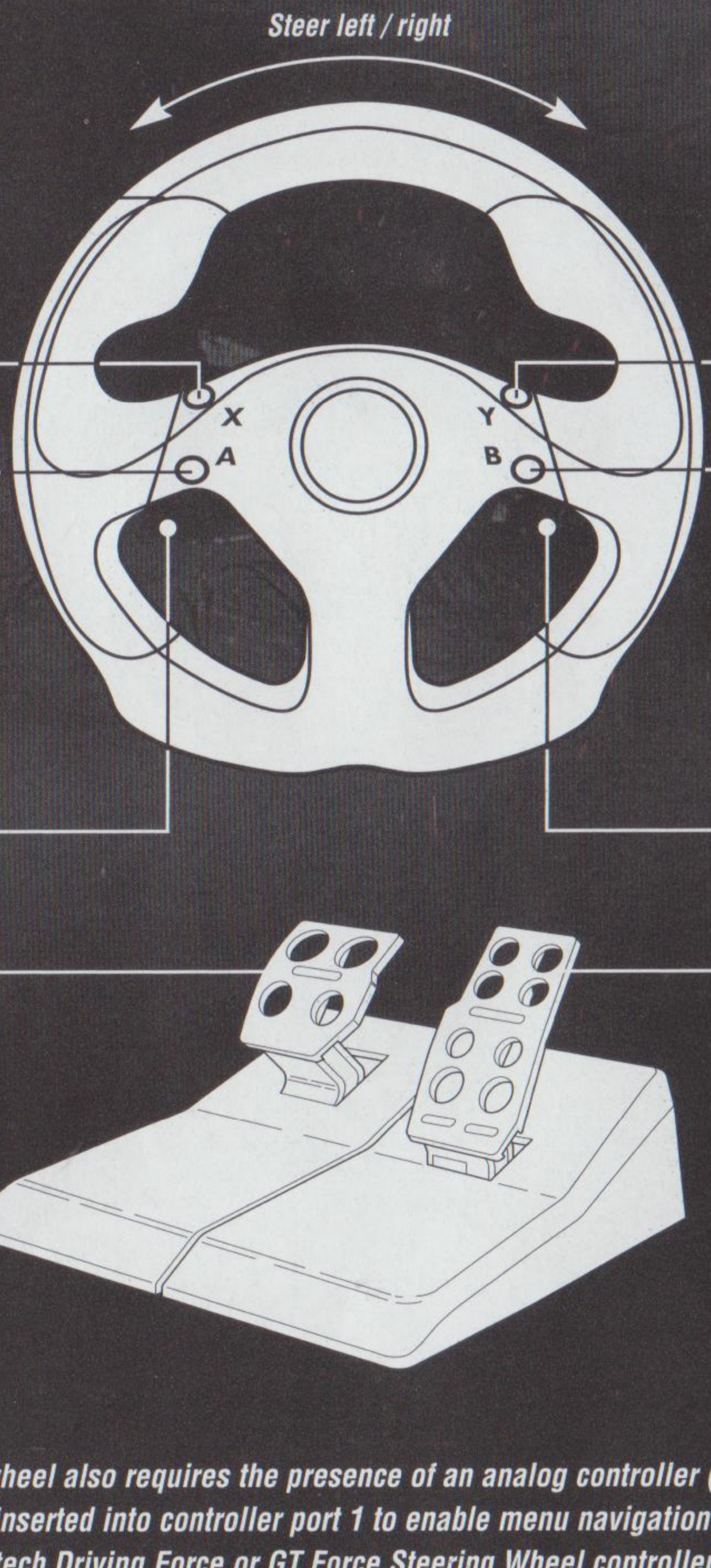
Gear up
(manual transmission)

Look right
(automatic transmission)

Logitech Driving Force

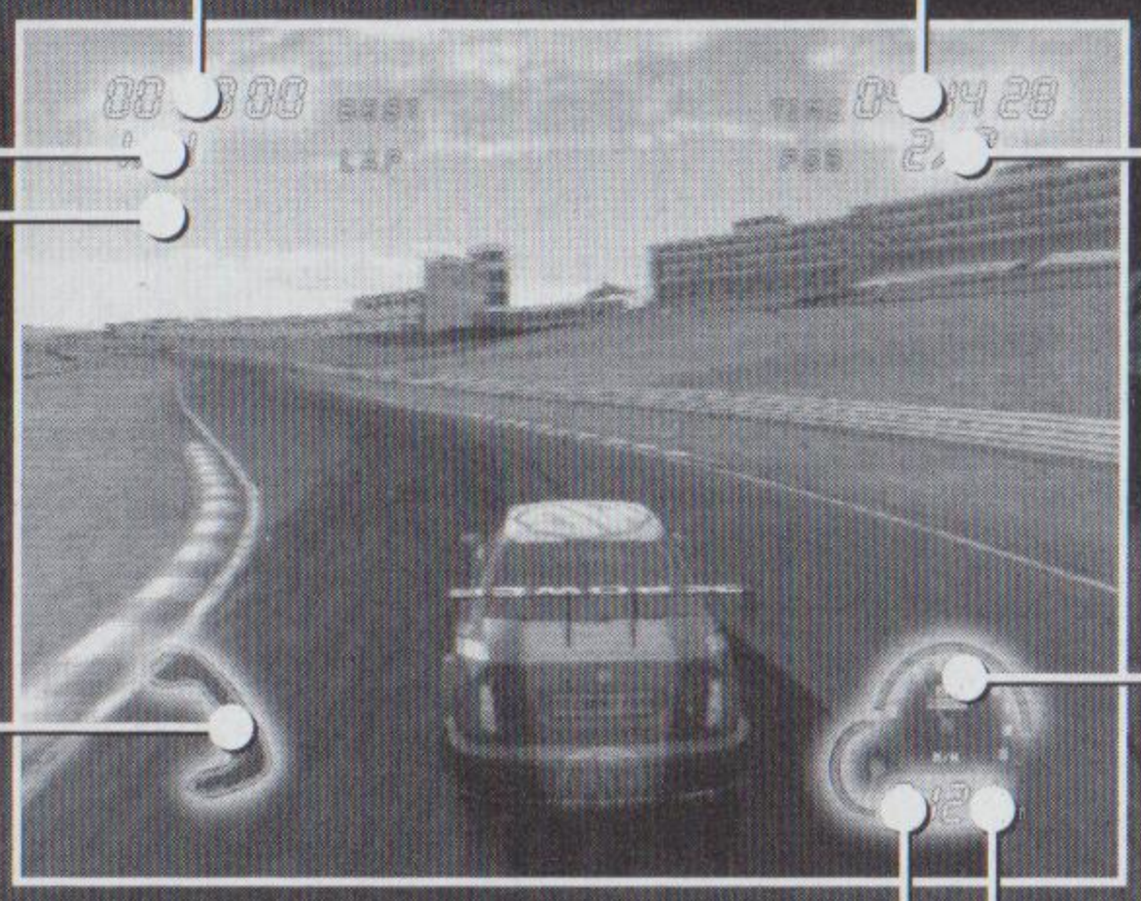


Logitech GT Force



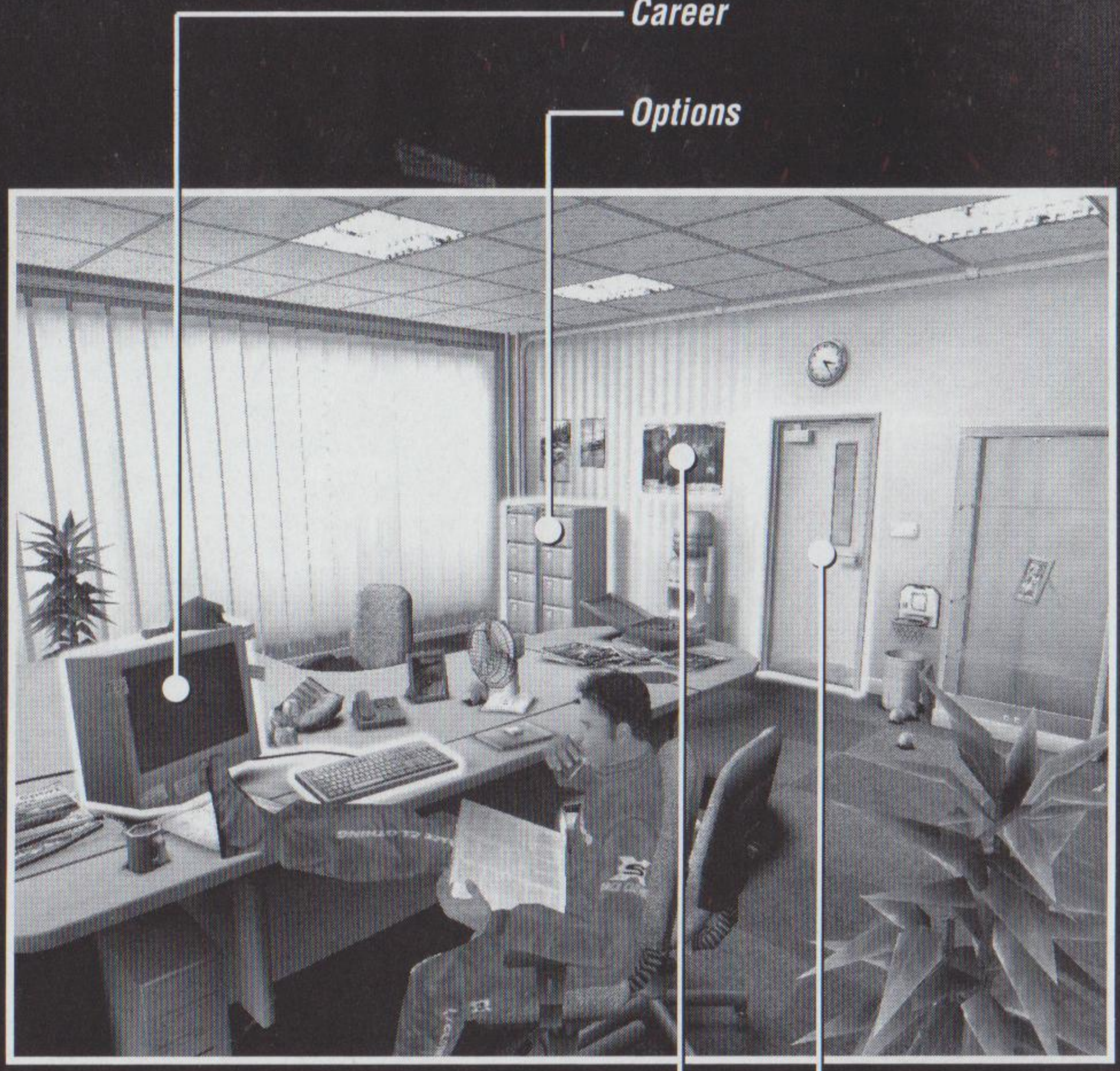
NB: Use of this wheel also requires the presence of an analog controller (DUALSHOCK®2) inserted into controller port 1 to enable menu navigation.
When using the Logitech Driving Force or GT Force Steering Wheel controller, you must select the player that will use this controller within the Options - Controller Menu.

IN-RACE


Best Time
Lap Time
Lap Counter
Split Times
Race Position
Circuit Map
Rev Counter
Current Speed (mph)
Current Gear

DRIVERS' HQ

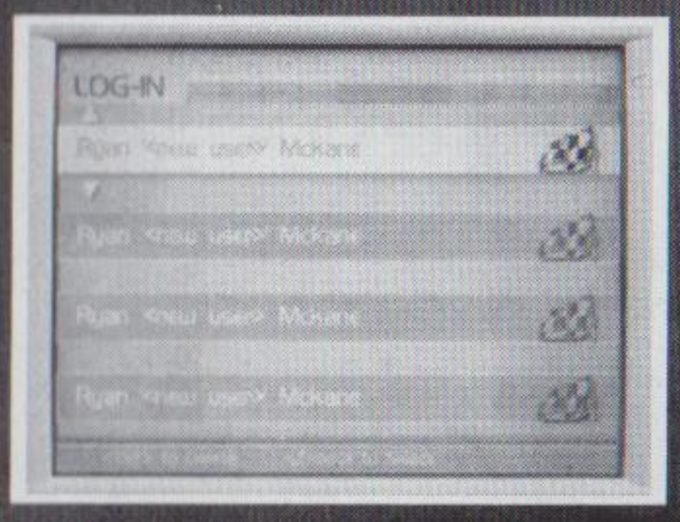
G'day mate, I'm Bobby Scott. Welcome to the HQ. *Come in and sit down, grab a 7 UP, have a look around. Just to help you get settled in, I'll give you the whistle-stop tour of the place:*



DRIVERS' HQ

CAREER

Here's where you manage your entire career, get job offers, etc.
First of all, let's set you up with a user name so you can get at your mail:

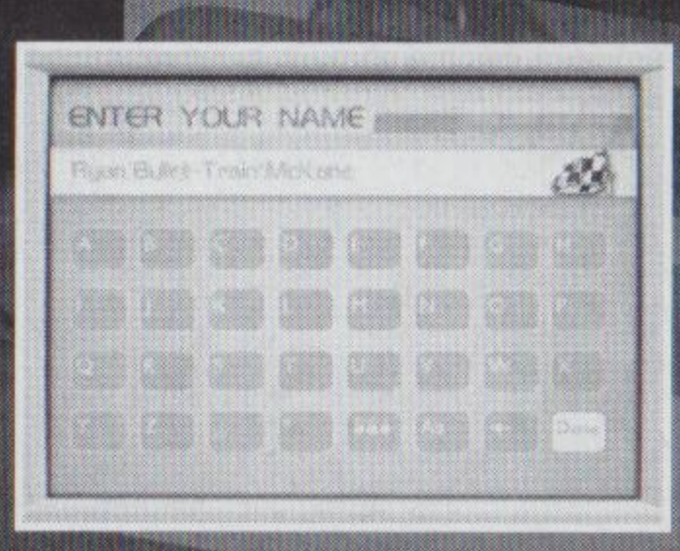


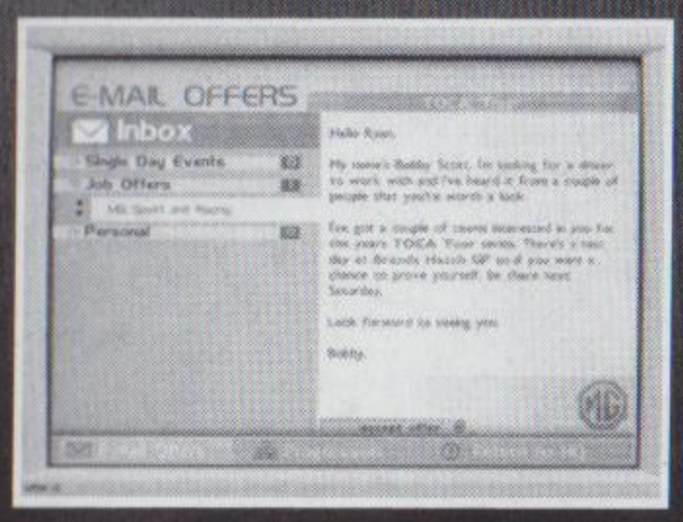
Driver Profile

In the Drivers' HQ, highlight the Computer Terminal and press the ✕ button. Next, highlight a 'New User' slot to create a new profile, or choose a profile you've already created and press the ✕ button.

New User

Enter your name by highlighting each letter in turn with the directional buttons; press the ✕ button to enter each letter into the title bar when it is highlighted. Select 'âää' if you want to add accents to the previous letter you entered, or 'Aa' to change the case of the next letter you enter. To delete characters you've entered select '←'; when you're finished select 'Done' to continue to the Desktop.





Email Offers

All your incoming messages land in your Inbox. These will include notifications of Single Day Events, Job Offers and of course your Personal mail too.

Look through your mails using the up and down directional buttons; as you highlight the mail title on the left of the screen, the contents of the message will display on the right. If you receive a job or test drive offer that you want to act on straight away, highlight the message so you can read it then press the ✕ button to accept.

DRIVERS' HQ

Progress

The Progress screen gives you the line-up of the entire Championship structure, right from the Super Sports Tier, through to the World Championship.
To check out the details of any of the unlocked race series or to review your performance in series you've already driven, highlight the series logo using the directional buttons and press the × button.

Log-off

Select 'Log-off' to close down the computer and return your attention to the Drivers' HQ, or press the △ button to leave the computer without logging off.

***OK,** so now you know how to use the computer, you need to know how to manage your career. I can see it in your eyes; you're aiming high. I get the feeling that you're not going to be satisfied with anything less than the number one spot in the World Championship. But you know, you're going to have to work really hard to get there – we both know you've got the talent, you've just got to let it run free.*

Managing your Career

Test Drive

First up, we need to get you onto a team and that means a Test Drive to prove how good you can be. If you manage to meet the team's Test Drive criteria, they'll most likely offer you a position for the rest of the series.
In the world of racing, you're only as hot as your last performance (or so they say) and the Test Drive offers that'll turn up in your Email Inbox will reflect this. Perform well and you'll get good offers (you may even get a job based on your reputation alone); perform poorly and only the lesser teams will want to know you.
Anyway, once you see an offer you like the look of, open it up and accept it.
Before you know it, it'll be race day and you'll be in the garage waiting to hit the track (see Getting Ready to Race).

DRIVERS' HQ

Progressing your Career

You're soon going to realise that the Test Drive was the easy part. You want your career to progress don't you? Well, in order to do that, you have to score points and to do that you have to finish the race in the top six places – points are given out like this:

Winner:	**10 points**
2nd place:	**6 points**
3rd place:	**4 points**
4th place:	**3 points**
5th place:	**2 points**
6th place:	**1 point**

Take a look back at the Championship structure under 'Progress' on the HQ computer and you'll see how many points you need to get onto the next tier of the Championship. Pick up contracts for the individual series through your email and keep racing until you get enough points to move up. Keep your finishing position high in those top six and you'll get to play with the big boys, no problem.

As you race through your Career, all of your successes, failures and scores are saved into your profile on the computer in the HQ. These are loaded up each time you log onto the office computer.

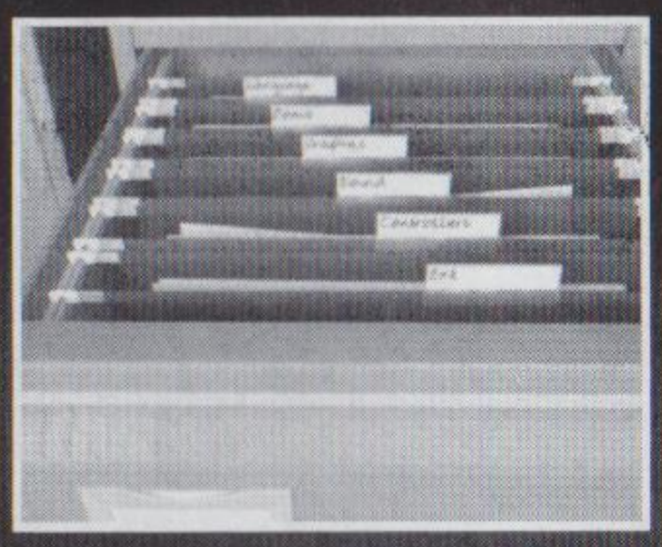
With each Career success, you'll open up more elements to use in other game modes – more cars, more tracks, etc. Keep racing and keep winning to get the full set.

PRO RACE DRIVER MAP

Take on the best drivers in the world. Don't worry about contacting them, if you're good enough to pose a threat, they'll be in touch with you.

OPTIONS

LANGUAGE



Use the left and right directional buttons to change the language option for your game.

BONUS

If you acquire a Bonus Code, enter it here. Use the directional buttons to highlight each letter pressing the × button to enter each one and spell out the code.

GRAPHICS

Use the left and right directional buttons to change, activate or deactivate on-screen settings. Select 'Reset to Defaults' to restore the game's original settings.

SOUND

Use the directional buttons to adjust your game's sound settings.

CONTROLLERS

To set up controllers for each player, first select the player name to enter Controller Options. 'Player 1' refers to the controller inserted into controller port 1 or controller port 1-A when a multitap (for PlayStation®2) is used, 'Player 2' – the controller inserted into controller port 2 (or controller port 1-B when using the multitap (for PlayStation®2). etc...)

Controller Type

Use the left and right directional buttons to select the controller type for that player – only those controllers detected by the console will be available.

Control Assignments

Use 'Control Assignments' to reconfigure your controller if desired. First highlight the action you want to change with the directional buttons, then press the × button. Next, press the button you want to assign to that action; the button is reassigned. To restore the original settings, select 'Reset Controls'.

Note: When a button is reassigned, the action with which it was previously associated will have no button related to it. If you do not assign a new button to this action, it will be unavailable in-game.

OPTIONS

Vibration

Switch controller vibration function on or off.

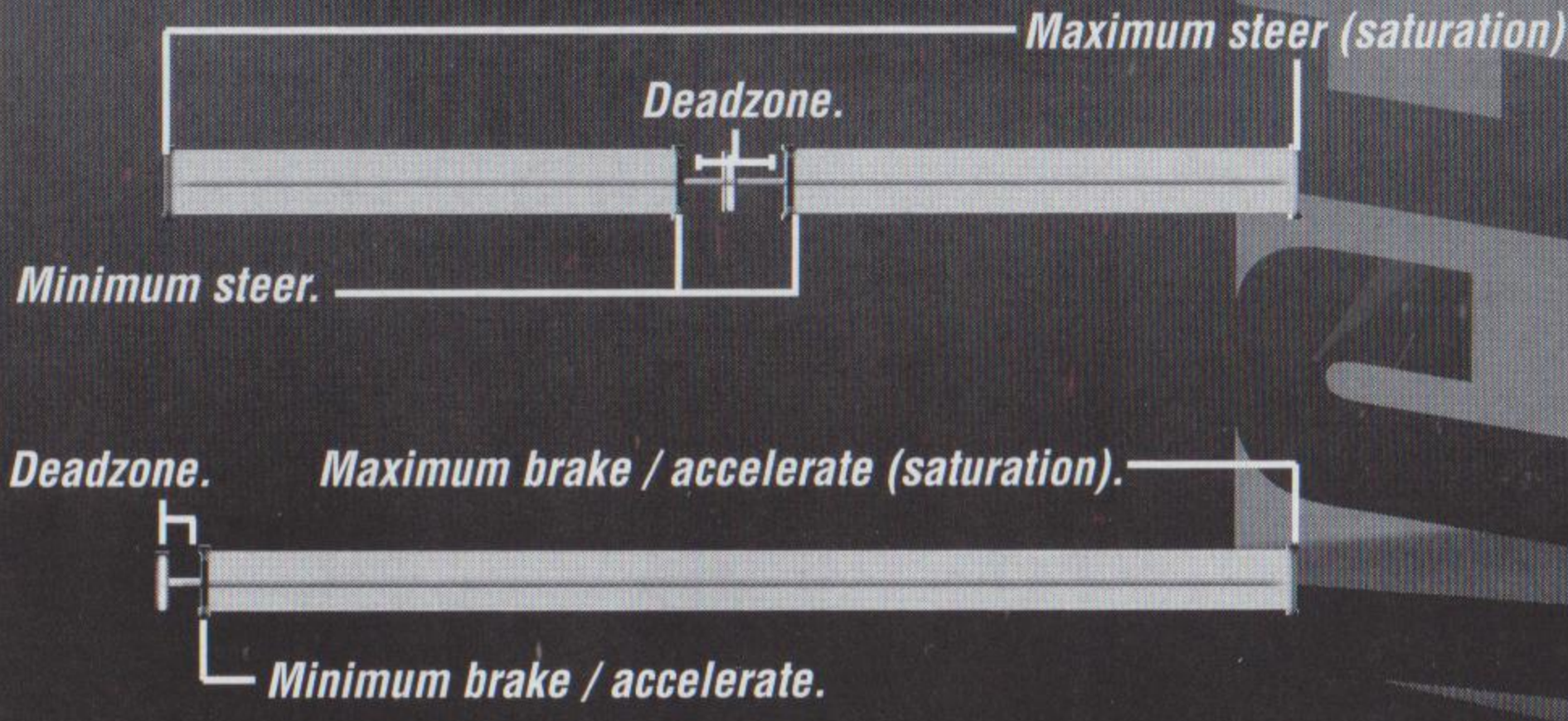
Force Level

Where a force-feedback steering wheel is selected under 'Controller Type', use 'Force Level' to define the strength of the force-feedback function.

Advanced *(Advanced Users Only)*

Enter 'Advanced' if you want to change the way your car reacts to input from your controller. 'Deadzone' defines the left and right points at which input from your left analog stick or steering wheel begins to cause your car to steer, or the up and down points at which braking or acceleration occurs (right analog stick or pedals). The 'space' between these points is the 'deadzone' where no steering, acceleration or braking will occur.

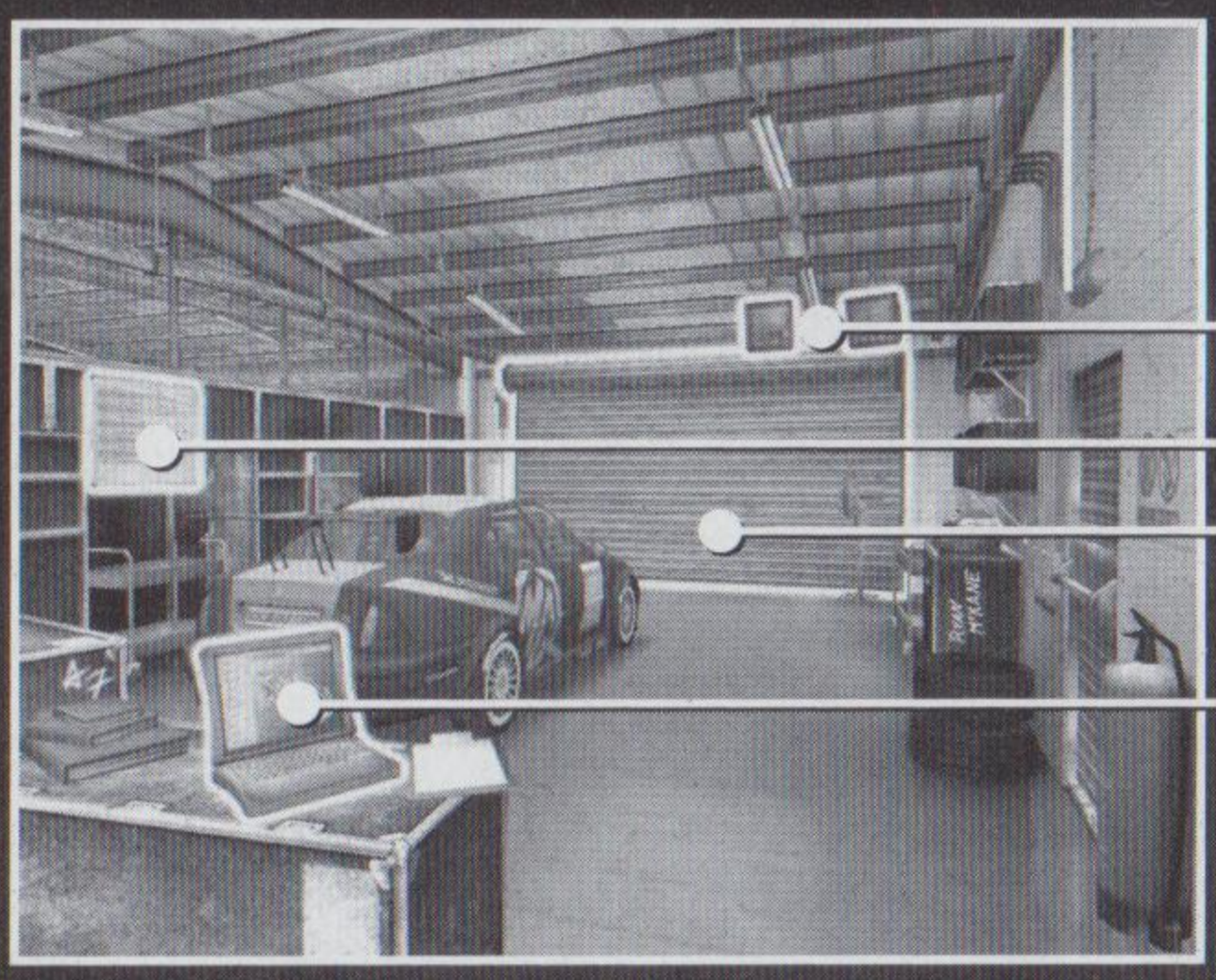
Conversely, 'Saturation' refers to the left and rights points at which input from your left analog stick or steering wheel causes your car to hit its steering lock (maximum steer), or the up and down points at which maximum braking or acceleration occurs on your right analog stick or pedals.



Though the default settings have been gauged to suit most players, you may want to adjust these settings to suit your driving style or preferred controller.
To restore the original settings, select 'Reset to Default'.

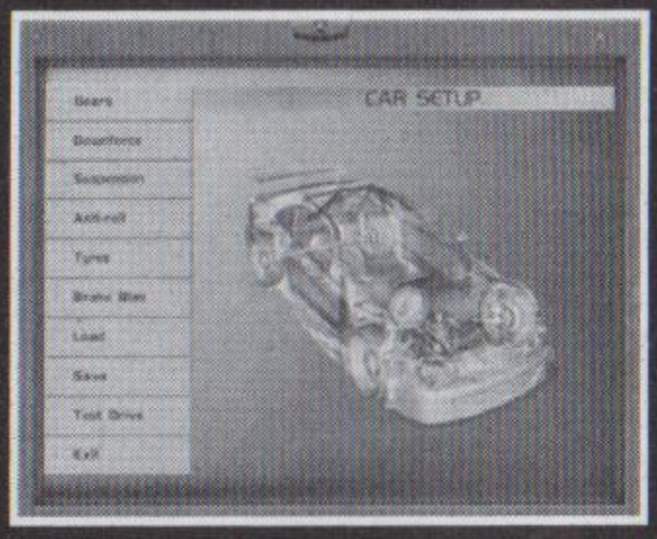
THE GARAGE
GETTING READY TO RACE

OK now, before you hit the track, you'll want to check out the details of your car, the race and the Championship.
You can get all this piped straight to the garage floor:



CAR SETUP

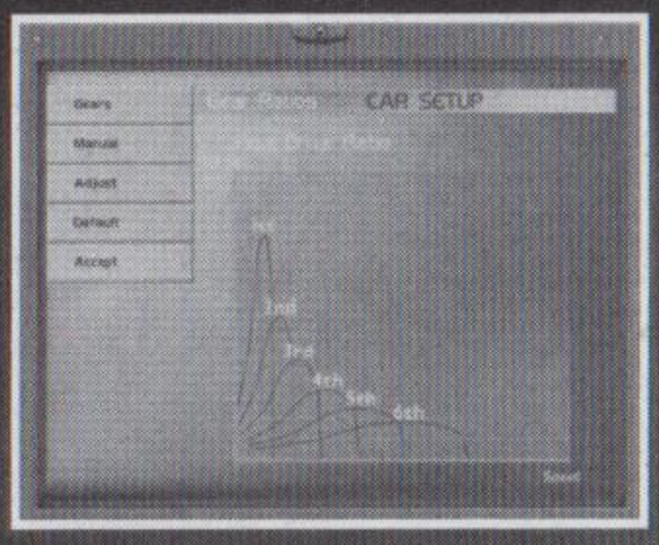
Most drivers like to tweak the specs of their vehicles from race to race so that they can get the optimum performance out of their car for their driving style and the track conditions, though many drivers also top the Championship with just the factory specs. With a little experience, you'll get to know what specs suit you and the car best.



Highlight the Laptop on the garage bench and press the ✕ button to enter Car Setup. Next, select the part of the car that you want to adjust from the column on the left. Once you have made an adjustment and pressed the ✕ button to enter it, you must select 'Accept' in the sub-menu to apply that change to your vehicle. Alternatively, select 'Default' to discard any changes that you have made and restore your car to its factory settings.

THE GARAGE

GETTING READY TO RACE

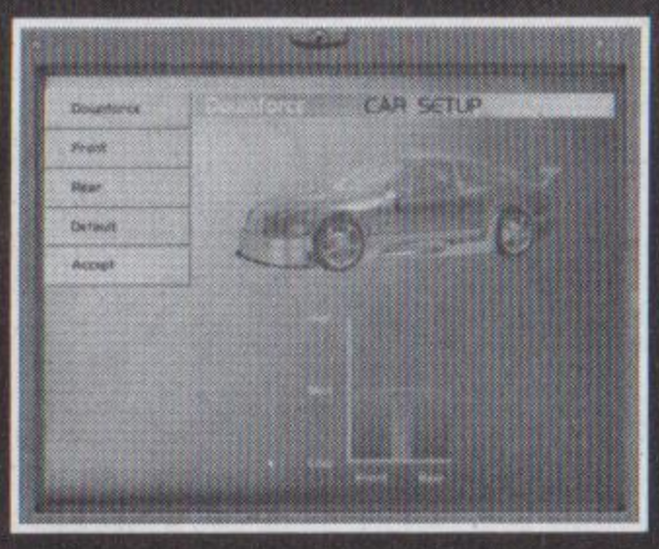


Gears

Initially, you can choose between 'Automatic' and 'Manual' gearboxes. 'Automatic' will give you a better chance to avoid opponents and concentrate on keeping your racing line; indeed some of the World's most accomplished champions won't use anything else. However, 'Manual' will ultimately give you greater control and performance once you've got a bit of practice under your belt.

Gear Ratios

Once you've chosen your gearbox type, you'll also have the option to set its ratios.
A high ratio will give you an improved top speed, but these adjustments will also reduce your ability to accelerate at lower speeds. The reverse is also true – a low gear ratio will improve your acceleration, but your top speed will suffer as a result.
The current or default ratios are represented on the graph on the right of the screen.
When you select 'Adjust' from the Gear Ratios Menu, the first adjustable ratio is highlighted in white. While the highlight is white, press the left or right directional buttons to switch between the gear ratios shown. When the one you want to adjust is highlighted, press the × button. The highlight will turn yellow, indicating that the ratio can now be edited using the left and right directional buttons to change the shape of the curve. Press the × button when you're satisfied. Note that as the maximum speed of that gear is increased, the torque (pulling power) is reduced.



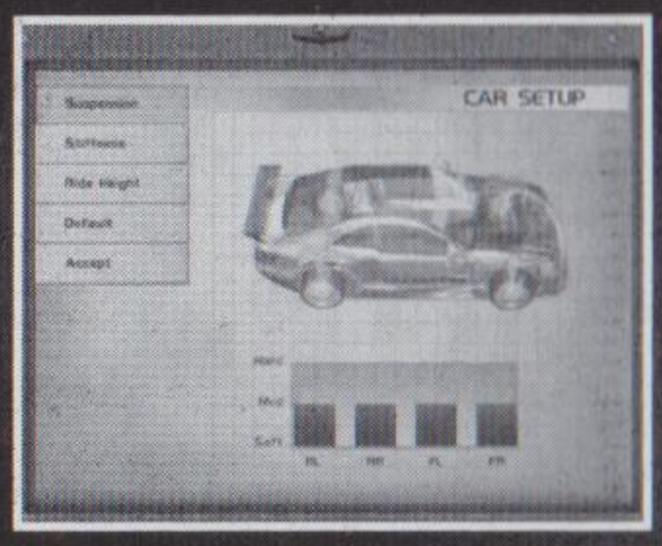
Downforce

Adjusting your spoilers affects the aerodynamics of your car and defines how much they will use the pressure differential of the passage of air over the car body to force your wheels down onto the road. The more downforce, the more grip, but there's a cost though – the more grip, the more it will increase your rolling resistance and reduce your straight-line speed.

Select 'Downforce' from the Car Setup Menu to adjust your car's spoilers. Choose 'Front' or 'Rear' from the Downforce Sub-Menu, then use the up and down directional buttons to raise or lower the downforce gained from the spoiler.

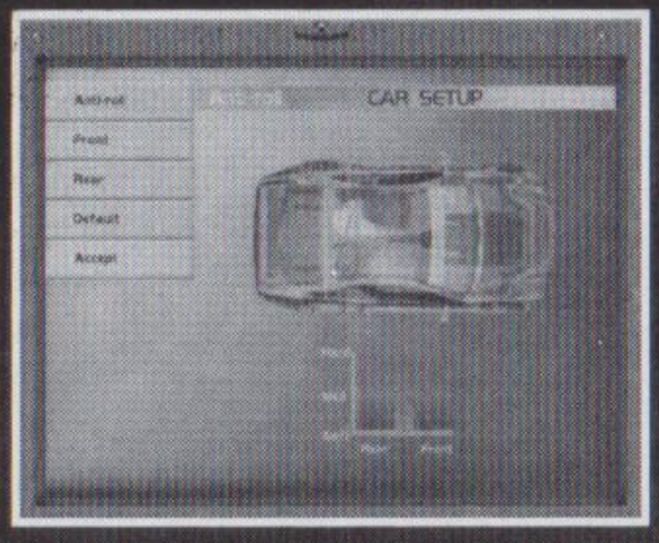
THE GARAGE
GETTING READY TO RACE

Suspension



Adjusting your car's suspension will affect its road holding and ability to take corners at speed. A vehicle with soft overall suspension will not be troubled by roughness in the road surface, as each wheel is allowed to be more responsive. The cost of this however, is a marked tendency to roll over if a bend is taken too quickly. Conversely, hard suspension will improve corner-taking ability, but you may be in for a rather bumpy ride with potentially less grip.

Ride Height allows your suspension more room to do its work. A high Ride Height maximises the range your shocks can compress and expand through, allowing more major surface inconsistencies to be handled with ease, but at a cost to downforce and grip.

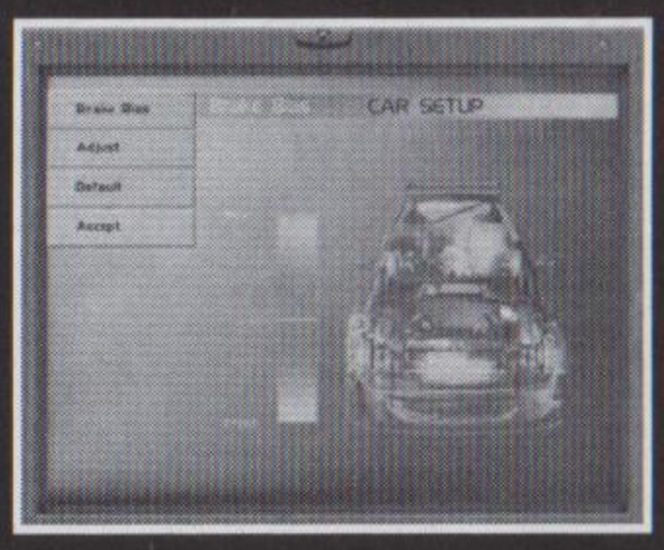


Anti-roll

Anti-roll settings are used to correct understeering or oversteering problems; if your car understeers too much, soften the front suspension or stiffen the rear; if it oversteers too much, soften the rear or stiffen the front.

Select 'Anti-roll' from the Car Setup Menu, then either 'Front' or 'Rear' from the Anti-roll Sub-Menu. Use the up and down directional buttons to adjust the suspension before selecting 'Accept' to apply the changes.

Brake Bias

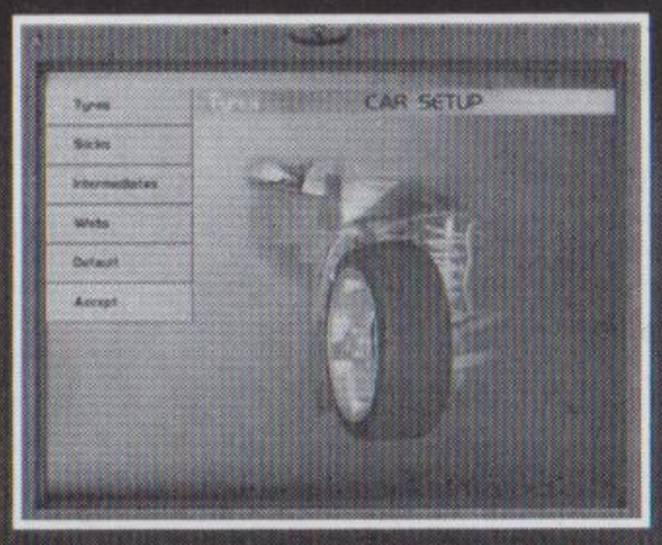


Brake bias settings, in addition to Anti-roll, will also affect the way your car handles in cornering. When any decelerating force is applied to a moving vehicle, momentum forces the car's weight forwards onto the front wheels, increasing grip, and lightens the load on the back wheels, decreasing grip. This can help steering into tight bends, though too much speed combined with light rear wheels can easily send the vehicle into a spin when your rear tyres fail to keep the back of your car anchored.

You'll need to be careful with this tuning – overdoing the forward brake bias could mean that your front wheels will lock up more easily. Does it need mentioning that once your wheels are locked, your steering will go to pot? Avoid this at all costs.

THE GARAGE

GETTING READY TO RACE



Tyres

Though your pit crew will automatically fit the most appropriate type of tyre for the race, you may want to override their decision. But do check out the weather forecast before choosing your tyres; fit 'Slicks' for totally dry asphalt, 'Intermediates' if conditions are damp, or 'Wets' when it's raining.

Load

Load a previously saved Car Setup from memory card.
Highlight the saved setup using the directional buttons then press the ✕ button.

Save

Once you have found a Car Setup that suits your driving style, select 'Save' and follow the directions on-screen to save it to memory card for re-use later.

Test Drive

Give your newly re-engineered car a spin around the track and try out your adjustments.

CHAMPIONSHIP PROGRESSION

Review a summary of your current Championship (and career) position.

GRID POSITIONS

Check out the run-down and grid positions of the drivers in your upcoming race.

RACE

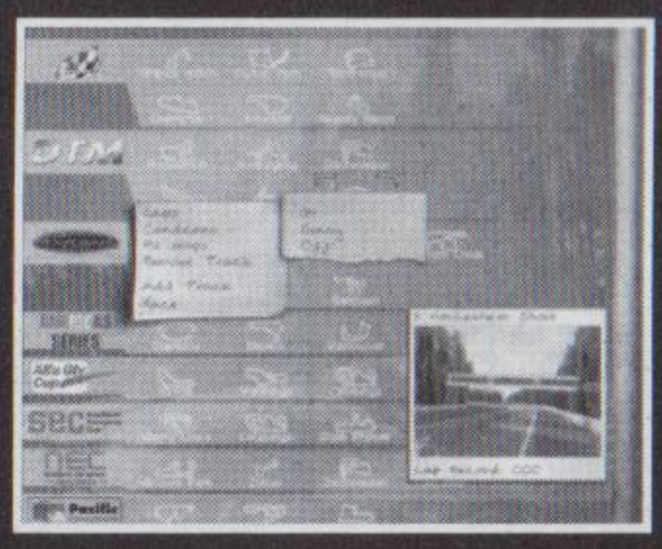
Highlight the garage door and press the ✕ button to begin the race.

DRIVERS LOUNGE

I know how tough the stress can be, when you're succeeding on the track to such a degree that the heights you're reaching are making you dizzy. This is where you get to kick back, relax and lose a bit of that tension between races.

FREE RACE

Race a series, construct a custom series or set up your own one-off race.



First choose your track or series from the grid; only those you've unlocked through your Career will be available. If you've selected a track rather than a set series, you'll see a snapshot of the track with several options to set up for the race:

DRIVERS LOUNGE

Conditions: Choose the weather conditions that you want to drive under.

Laps: Select the number of laps you want to race on this circuit from 1 to 60.

Pit Stops: Set Pit Stops to 'On' to have your race include a mandatory stop (for races of 5 laps or more only).

Remove Track: Remove the last track you added to a custom Championship

Add Track: Select 'Add Track' to set up another track to be raced when the first competition has been completed. Repeat this to set up multiple tracks to form a custom Championship – you can select up to seven tracks in total.

Race: Select 'Race' to proceed to Car Selection.

When you have completed your track selection/s, highlight 'Race' and press the ✕ button to set up the remaining options for your race.

Note: In Free Race mode only, the points you'll score and the style of race will vary according to the series you select.

Car Selection

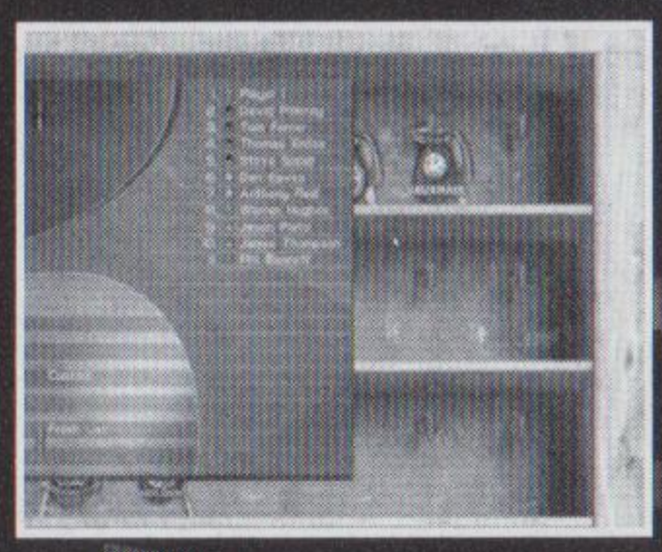
Select your car using the directional buttons to highlight the key fob of the car you want to drive from those you've unlocked, then set up its livery and transmission.

Note: Throughout the World, only certain cars race on certain tracks. Therefore only those cars appropriate to the track you've chosen will be selectable.

Opposition

Select 'Opposition' to view the teams and drivers assigned to the track you've chosen.

If you want to change the opposition line-up, select 'Custom' on-screen, then pick the team you want to compete against in the same way as you select your car. Choose the key fob of the team from those unlocked, then select their livery. The relevant drivers will be added to the race line-up.



DRIVERS LOUNGE

TIME TRIAL

Take a Time Trial to pit yourself against your record and try to beat your fastest time. Before you begin, select your track, car and livery from those you've unlocked in Career Mode, then proceed to the garage and set up your vehicle. When you're ready, select 'Race' to hit the track.

In order to help you maintain a level of continuous improvement in your performance, in Time Trial you race against the Ghost Car. Simply beat this to improve your record.

The first time you hit the track for a Time Trial, you are joined by the Default Ghost Car which will complete a lap in a preset time. If you fail to complete a lap faster than the Default Ghost Car, you'll continue to race it until you do beat it.

When you beat the Default Ghost Car, you can save your record lap as a Custom Ghost Car which is loaded instead of the Default Ghost Car the next time you take a Time Trial on the same track. Beat this and your latest record is saved as a new Custom Ghost Car.

You can access and restore the Default and Custom Ghost Car through the Time Trial Pause Menu (START button).

TV & VIDEO

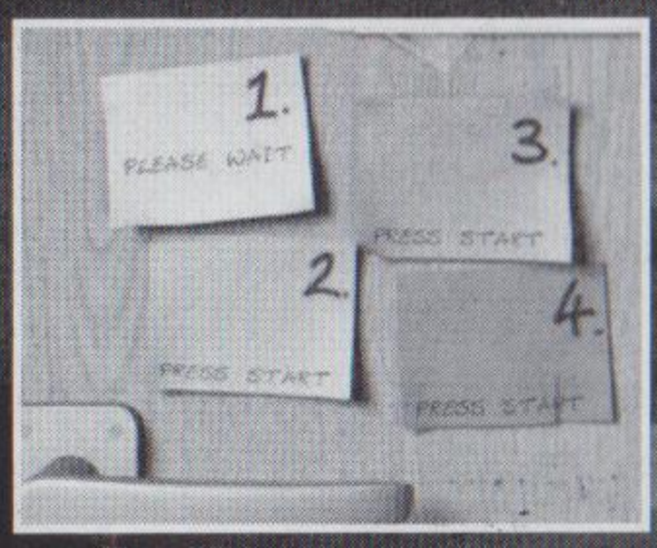
Sit back and relax to a few bonus videos from Codemasters.

Highlight a video name using the up and down directional buttons or the left analog stick, then press the ✕ button to play it. To stop playback at any time, press the ✕ button or the △ button.

DRIVERS LOUNGE

MULTIPLAYER

OK, you're well into your Career and you reckon you're something of a hotshot on the track. Now's the time to show it by racing against your mates to prove who's the real king of the hill. Before entering Multiplayer Mode, make sure each player's controller is set up as appropriate (see Options). If all is OK, highlight the sofa in the Drivers' Lounge and press the ✕ button to enter Multiplayer.

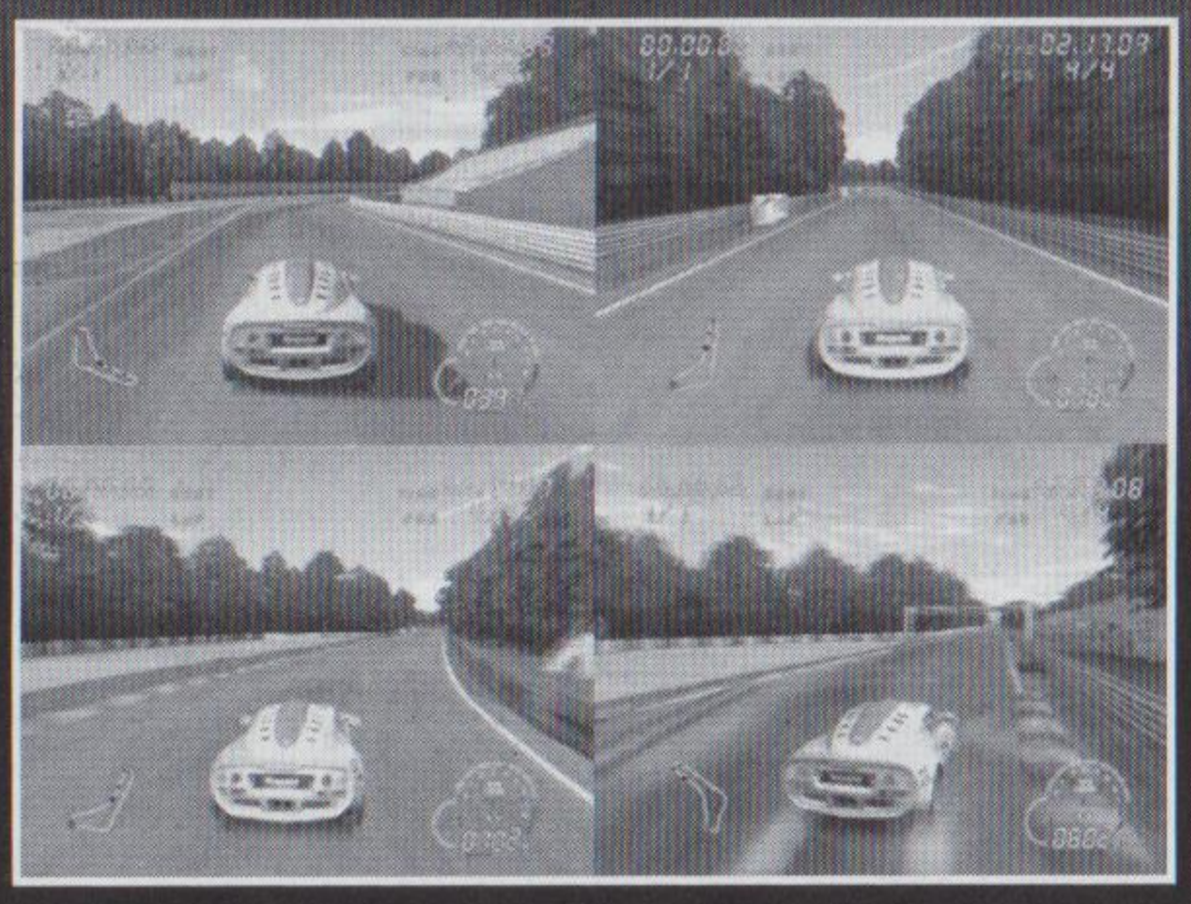


As directed on-screen, each player who wants in on the action (except Player 1) should now press the START button to join.

When all players have joined, it's Player 1's turn to hit the START button and select the Series, Track/s and Race Conditions (see Free Race). Next, Player 1 selects 'Continue' to proceed to car selection.

Each player selects their car, transmission and livery in turn, beginning with Player 1 who also sets up the Opposition (for 2-player races, up to four AI drivers may be added) as in Free Race.

After all players have chosen their vehicles, hit the track and get ready to burn rubber.



Note: Each player's window is colour-coded to match their car indicator on the Circuit Map.

PAUSE MENU

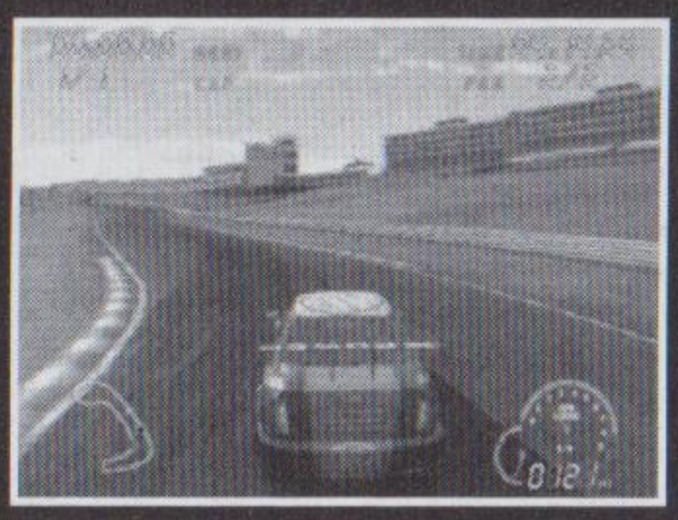
At any time during your race, press the START button to halt the action and enter the Pause Menu (note: not all options will appear on the Pause Menu in all game modes):

Continue:	return to the race.
Sound:	adjust the sound options for your game.
Ghost Car:	turn Ghost Car On/Off and load your default or saved custom Ghost Car.
Restart:	return to the grid to begin your race over.
Retire:	retire from your test drive.
Retire Race:	quit your race and return to the garage.
Retire Championship:	retire from the series and return to HQ.
End Session:	end Car Setup Test Drive.
Quit:	end the race and return to Ryan's place.

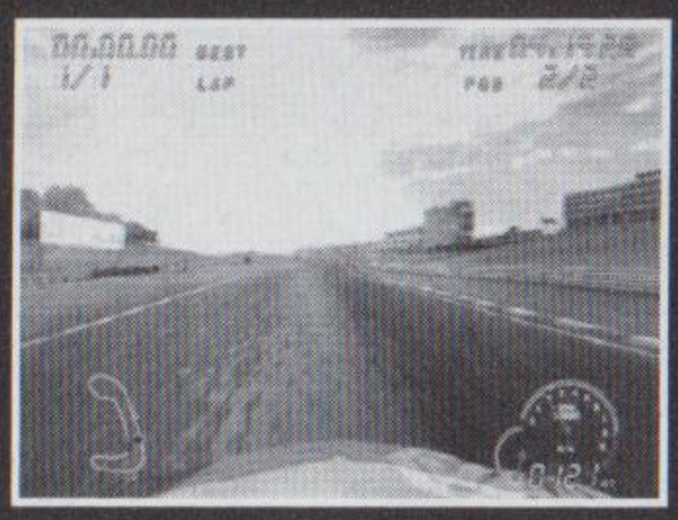
CAMERAS

At any time during your race, press the Switch Camera button to cycle through the cameras mounted on and within your car to get a whole new perspective on the action:

Chase cam (default view)

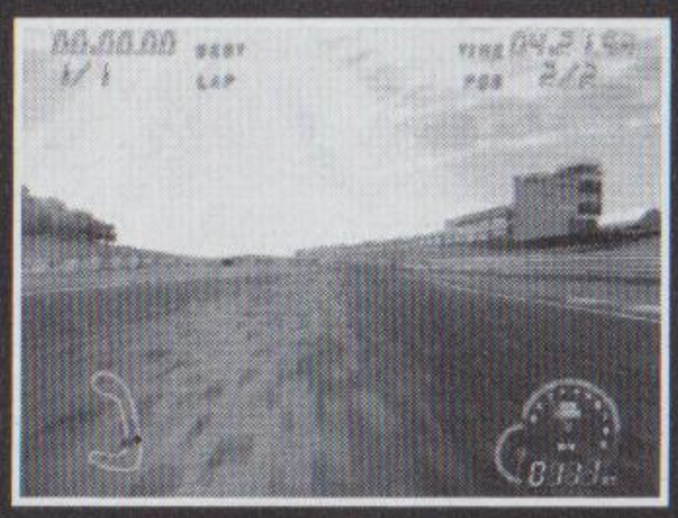


Bonnet cam



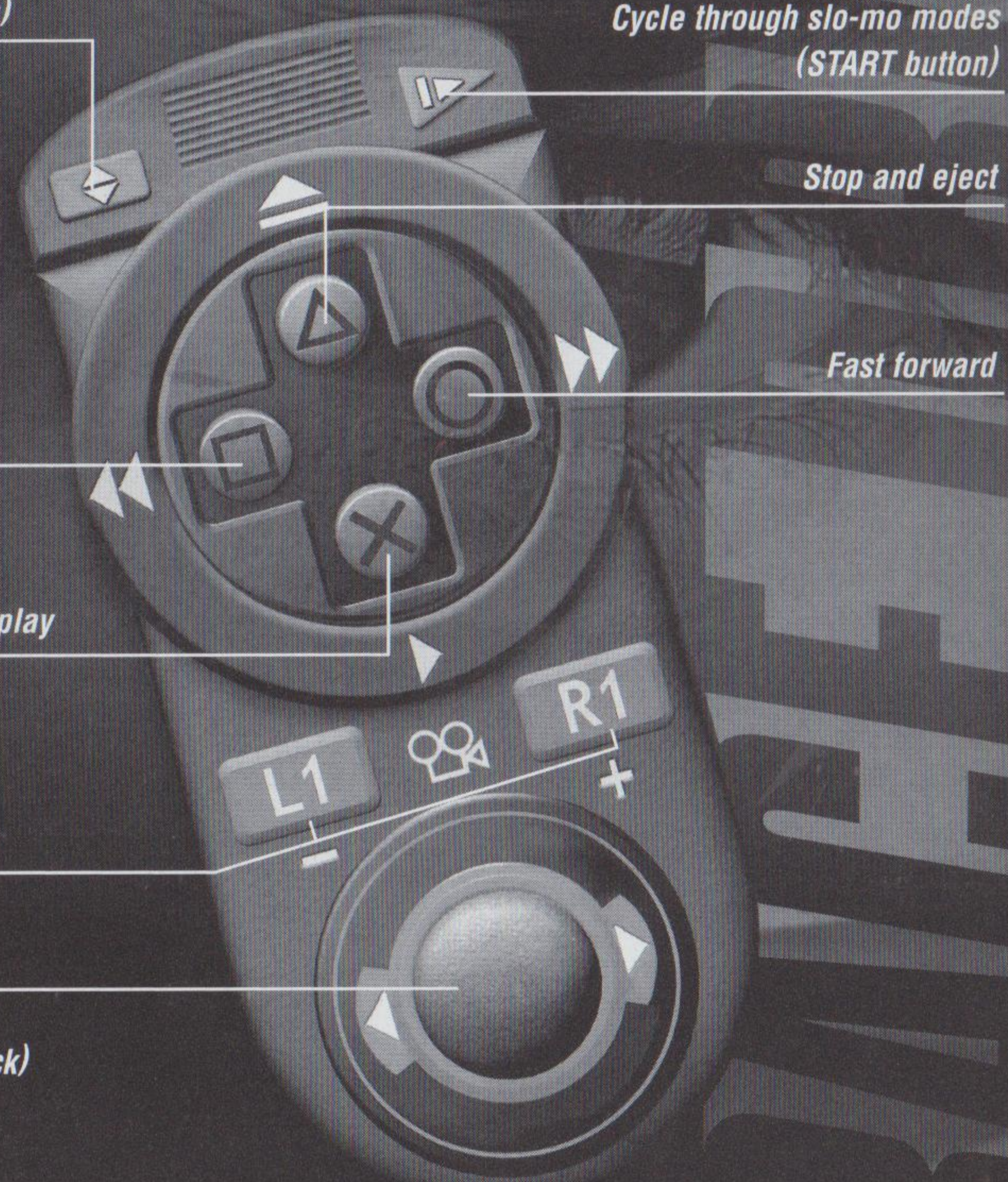
Cockpit cam

Bumper cam



ACTION REPLAYS

At the end of each race, press the ✕ button to continue on, the △ button to restart the race, or the □ to check out a replay of the action. During the replay, the remote control helps you to get the best view of the race:

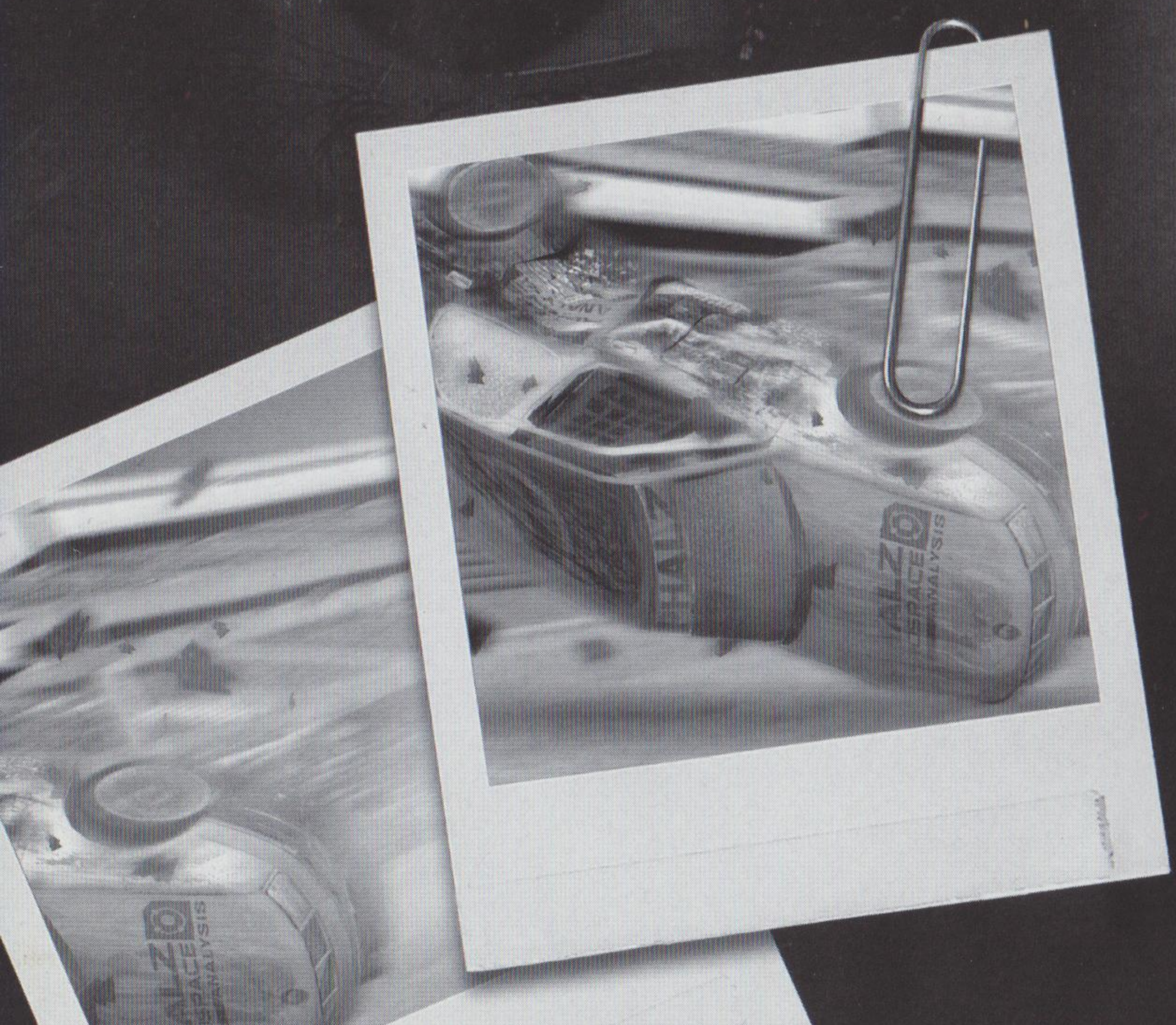


DAMAGE
& PIT STOPS

Now understand this, these cars are expensive! Your team boss is going to be way annoyed if you cruise round the track smashing up your vehicle. You're also not going to get very far in your career as a driver if you persistently wreck your wheels – every bit of damage you take is going to affect your car's handling and drivability. It goes without saying that you won't win many races if you're trying to drive at speed with parts hanging off your car.

If you do get to a stage where you can't even keep to a straight line, you'll need to take a trip to the pits. As you enter the pits, set how many repairs get completed, depending on the damage you've taken. Each repair is allocated a time; you need to decide how much time you can spare and whether it's worth holding up your re-entry to the track.

Once repairs are complete, you're back in the race. Try not to total it again, your team boss is not going to be happy if you keep writing-off his cars and nobody wants a driver who can't keep his wheels on the ground.



DONNIE'S
DRIVING GUIDE

Get off the grid fast – every time. Don't get too enthusiastic, if it's not a rolling start, keep your revs just under the red as the lights go green or you'll wheel-spin on the spot and lose valuable seconds (I used to make that mistake all the time when I was just starting out).

Turn hard, nose down. Anything that decelerates the car when you're travelling forward at speed, will shift your weight forward onto your front wheels. This downforce gives you more grip so you can turn quicker. Obviously the opposite is true too; accelerate fast and your weight shifts back – less grip for your front wheels. Jeez, even a rookie knows that!

Brakes lock, control lost. Well duh! – if you brake too hard and allow your wheels to lock, you will have zero control of your car. Stop your brakes locking by pressing and releasing them rather than just stomping hard on the pedal.

Hand on – butt out. If the bend is sharper than you predicted, a quick burst of handbrake will whip out your back end. You'll lose speed and a second of control, but recovery is quicker than digging yourself out of the gravel pit. Also remember this move on tight street circuits & really sharp corners.

Point the right way. If you've got a RWD car, you can use sheer power to spin round to face the right way.

Crests kill – and I'm not losing my baby bro' on his first outing. Watch you don't drive over the top of a hill too quickly.
If you've caught air, you've no control over the vehicle. Stop this happening by touching the brakes and turning just before the top.

DONNIE'S DRIVING GUIDE

Find the line. *The racing line will give you fastest time around the track, but don't forget to use the whole width tactically – including the rumble strips (but not the grass or the gravel pit OK?).*

Get a gear. *Once you've got through 'automatic' driving school, for more professional driving switch to a manual gearbox for better performance (though this isn't essential to reach the top).*

Know your car. *Make sure you're aware of what you're driving – it can make a big difference. A FWD car may be more forgiving, but with a slight hit to your power; a RWD car will give you the power but will slap you for every mistake you make.*

Channel your anger – chill out. *You're going to get knocks and bumps, and you're going to give them out too. But be ready for the reprisals. You run someone off the road, they'll want revenge and remember, you're the new boy – you don't know the dirtiest tricks yet, but they do.*

Rein your impatience. *When you can't get past the slowpoke at the back of the pack, bide your time. The best way through is usually to out brake them at a bend and pass on the inside of the corner.*

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